ABSTRACT OF THE DISCLOSURE

METHOD AND SYSTEM FOR PRODUCING DYNAMICALLY DETERMINED DROP SHADOWS IN A THREE-DIMENSIONAL GRAPHICAL USER INTERFACE

A methodology for generating a drop shadow effect for objects in a graphical user interface is presented. A first object in a presentation space occludes the illumination from a simulated light source, and a dynamically determined drop shadow from the first object may partially occlude a second object. A portion of a drop shadow from the first object is shown on the second object; the portion of the drop shadow from the first object is displaced from the first object in direct proportion to a z-depth difference between the first object and the second object. Hence, a drop shadow can be generated in a computationally inexpensive manner, and the dynamically determined drop shadow enhances the perception of depth within the presentation space by a user.